IN THE CLAIMS:

Please amend the following claims having the same number as indicated:

1.   (Currently Amended). A remote system for use with a gaming system, the gaming system for implementing a player tracking system, comprising:

a remote device embodied in a mobile computer which may be carried by a user; and,

a remote network interface coupled to the remote device, the remote device for receiving a request for data associated with the remote device input by the user and relaying the request to the remote network interface, the remote network interface for receiving the request, responsively retrieving data from a host computer and delivering the data to the remote device[, the data being associated with the remote device].

2.   (Original).   A remote system, as set forth in claim 1, wherein the remote device is coupled to the remote network interface by a wireless connection.

3.   (Original).   A remote system, as set forth in claim 2, wherein the wireless connection uses an IEEE 802.11 standard.

4.   (Original).   A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

5.   (Original).   A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

6.   (Original).   A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with a user.

7.   (Original).   A remote system, as set forth in claim 1, the host computer including a database for maintaining the player tracking system, the remote network interface coupled to the database for retrieving and storing data therein.

8.   (Original).   A remote system, as set forth in claim 7, the database for storing data in database tables.

9.   (Original).   A remote system, as set forth in claim 8, further comprising a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

10.   (Original).   A remote system, as set forth in claim 9, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

11.   (Original).   A remote system, as set forth in claim 10, the third data object coupled to the remote network interface for receiving queries from the remote network interface, retrieves responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

12.   (Original).   A remote system, as set forth in claim 11, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

13. (Original). A remote system, as set forth in claim 12, the remote device having a processor and a web client for interaction with a user, the remote network interface for formatting the data into a hyper text mark-up language response for display by the web client.

14. (Original). A remote system, as set forth in claim 13, the web client including a plurality of servlets for providing functionality to a user.

15. (Original). A remote system, as set forth in claim 14, the web client including a login layer for identifying the user.

16. (Original). A remote system, as set forth in claim 15, the web client including a menu layer for allowing the user to navigate to and access the servlets.

17. (Original). A remote system, as set forth in claim 16, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.

18. (Currently Amended). A remote system, as set forth in claim [14] 1, the data including information associated with a current client.

19. (Currently Amended). A remote system, as set forth in claim [14] 18, the information including at least one of the TCP/IP address, a HTTP context, and ID, and a name associated with the current client.

20. (Original). A remote system, as set forth in claim 1, the data including information related to a current user of the remote device.

21.   (Original).   A remote system, as set forth in claim 20, the information including at least one of a user ID as a user name.

22.   (Currently Amended). A method for use with a gaming system, the method including the steps of:

providing a remote device embodied in a mobile computer which may be carried by a user;

providing a remote network interface coupled to the remote device;

receiving a request for data associated with the remote device input by the user;

relaying the request for data to a remote network interface and responsively retrieving information associated with [a] the remote device from a host computer; and

delivering the data to the remote device.

23.   (Currently Amended). A method, as set forth in claim 22, [the gaming system including a host computer and a remote network interface for coupling the remote device to the host computer], including the step of providing a wireless connection between the remote device and the remote network interface.

24.   (Original).   A method, as set forth in claim 23, wherein the wireless connection uses an IEEE 802.11 standard.

25.   (Original).   A method, as set forth in claim 24, wherein the wireless connection is IEEE 802.11b.

26.   (Original).   A method, as set forth in claim 24, wherein the wireless connection is IEEE 802.11g.

27.   (Original).   A method, as set forth in claim 22, the remote device having a processor and a web client for interaction with a user, the method including the steps of:

acquiring input via the web client from the user; and,

formatting and presenting data to the user.

28.   (Original).   A method, as set forth in claim 22, data related to the player tracking system being stored in a database stored on a host computer, the method including the step of providing a remote network interface coupled to the database for retrieving and storing data therein.

29.   (Original).   A method, as set forth in claim 28, the method including the step of the storing data in the database in database tables.

30.   (Original).   A method, as set forth in claim 29, the method including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

31.   (Original).   A method, as set forth in claim 30, the method including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

32.   (Original).   A method, as set forth in claim 31, the third object being coupled to the remote network interface, the method including the steps of receiving, by

the third object, queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

33. (Original). A method, as set forth in claim 28, the method including the step of receiving, by the remote network interface, the responsive data and transmitting the responsive data to the remote device.

34. (Original). A method, as set forth in claim 33, the remote device having a processor and a web client for interaction with a user, the method including the steps of formatting, by the remote network interface, the responsive data into a hyper text mark-up language response for display by the web client.

35. (Original). A method, as set forth in claim 27, the web client including a plurality of servlets for providing functionality to a user.

36. (Original). A method, as set forth in claim 35, the web client including a login layer for identifying the user.

37. (Original). A method, as set forth in claim 36, the web client including a menu layer for allowing the user to navigate to and access the servlets.

38. (Original). A method, as set forth in claim 37, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.

39. (Currently Amended). A method, as set forth in claim [35] 22, the data including information associated with a current client.

40. (Currently Amended). A method, as set forth in claim [35] 39, the information including at least one of the TCP/IP address, a HTTP context, and ID, and a name associated with the current client.

41. (Currently Amended). A method, as set forth in claim [40] 22, the data including information related to a current user of the remote device.

42. (Original). A method, as set forth in claim 41, the information including at least one of a user ID and a user name.

43. (New). A remote system for use with a gaming system, the gaming system for implementing a player tracking system, comprising:

a remote device embodied in a mobile computer which may be carried by a user; and,

a remote network interface coupled to the remote device, the remote device for receiving a request for data input by the user and relaying the request to the remote network interface, the data being associated with an identification of the remote device and/or the user of the device, the remote network interface for receiving the request, responsively retrieving data from a host computer and delivering the data to the remote device.

44. (New). A method for use with a gaming system, the method including the steps of:

providing a remote device embodied in a mobile computer which may be carried by a user;

providing a remote network interface coupled to the remote device;

receiving a request for data associated with the remote device input by the user, the data being associated with an identification of the remote device and/or the user of the device;

relaying the request for data to a remote network interface and responsively retrieving information associated with the remote device from a host computer; and

delivering the data to the remote device.